THE CYCLES™

International Grand Prix Racing

Manual for Amiga

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THE CYCLES

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The minimal requirements seem startlingly simple: a frame, two wheels, and a suitable engine. And when you watch a motorcycle sweep through a curve it can seem pure magic and art. But there is perhaps nothing more scientific and complex – and courageous – than the line a racer takes through a constant radius bend or a long right-left chicane.

Grand Prix Motorcycle Racing. It's the relationship between power, gyro effects, engine torque, G forces, every law of physics and every flaw of human nature. Put them together, call it speed, and hand-pick the 15 best tracks in the world. That's the Circuit. Only fearless, thrill-crazy scientists need apply.

Getting Started

With a Floppy Disk System:

1   Connect your joystick (if you want to use one).

2   Turn on your computer. (If you have an Amiga 1000, kickstart your computer with Kickstart, version 1.2 or 1.3. When Kickstart has loaded, remove the Kickstart disk and continue.)

3   Insert The Cycles disk into the drive, label side up. The game will load automatically.

4   A question will appear on screen, for which you will need the three-layered code wheel (it's inside The Cycles box) to answer. The best way to explain how to use the wheel is to give you an example:

- Sample on-screen question: What is the "position" statistic for "Scooter Levins" in 1979?

- The biggest (or bottom) wheel of the code wheel shows the last name. The middle wheel shows the first name. The smallest (or topmost) wheel shows the year (and the statistic "windows" are cut into it).

- Taking the code wheel in hand, turn the wheels until the last name (i.e. Levins), the first name (Scooter), and the year (1979) are aligned.

- Look in the center of the top wheel for the requested statistic window (in this case, "position") and type in the answer that appears in that window, then press **Enter**. That will do the trick.

Important Note: Do not lose the code wheel. If it somehow gets lost, send us $15 and we will send you a new one. If it gets ruined, please send us back the remains and we can send you a new one free of charge.

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Getting Started (continued)

5   After you successfully answer the on-screen question, the game will load and you are taken through the title and credits to the first game set-up screen. To speed through the intro screens, press **Enter**.

With a Hard Drive System:

Your **Cycles** disk features a special kind of copy protection that lets you install the game onto your hard disk. However, you need at least 1 megabyte of memory.

1   Before you boot up the game, enter the **CLI** and create a hard disk directory by typing **MAKEDIR DH0:CYCLES** (you only have to do this one time and you're set forever, and of course you can substitute any name for CYCLES you wish).

2   Insert the Cycles disk in **DF0:**

3   Type **COPY DF0: #? DH0:CYCLES** and the game will copy the necessary files onto your hard drive.

4   To run the game from the hard drive, enter the **CLI**; then:

   • Type **CD DH0:CYCLES** and press **Enter**.

   • Type **GPC** and press **Enter**.

The Demonstration Run

After loading and credits, The Cycles goes into an automatic demo that runs through the game's set-up screens, then takes you on one practice lap for each track – all 15 of them. You can see where the tracks are located, what they look like, the type of cycles you can race, and the type of races you can run.

But if you tire of the demo (pun intended), press **Enter** or the **fire button** anytime during the demo to accelerate into the real thing.

Note: During the game, if you don't touch the keyboard for a prolonged period, the computer automatically returns you to the Demonstration Run. Just press **Enter** to return to the game.

How to Set Up a Race

Setting up a race is easy as shaking a magnum of victory champagne. Use the joystick (or keyboard equivalents – *see page 9*) to move the highlighter around the Choose Game Type screen **(fig. 1)**. After you've made all of the following selections (1-4), press **Enter** to proceed to the next set-up screen.

Fig. 1

❶ Choose the Type of Race

Highlight either the stopwatch, race track or trophy cup to choose one of the following.

Practice

Choose this option to shave seconds off your lap times, and to decide which cycles handles the best on the track. The number of practice laps you are given equals the number of laps you choose in the Laps per Race option.

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Single Race

Choose one of the 15 Circuit tracks, and head for the races. First you run a solo qualifying lap *(see How to Qualify, page 8)*, then you go on to the actual race. Your qualifying time determines your starting position against the other nine cyclists.

Championship Circuit

Fifteen tracks, 15 different races. Your cumulative record on all 15 determines your place in the World Driving Championship. *(See Circuit Results for more information)*

❷ Choose a Difficulty Level

Highlight the Difficulty Level Bar which runs from trike to superbike, then move the joystick left or right (or use the keypad equivalents) to shift the helmet to one of the following difficulty levels.

Difficulty – how much skill is needed to corner and shift, how tough your opponents are, and how susceptible your bike is to damage– increases from a Beginner level on the left side of the bar to the Pro level on the right.

> ### Level 1: Beginner
> Very forgiving: automatic shifting, you can't blow your engine, you can't damage the cycle if it goes off the road, and you can't spin out. Opponents treat you with kid driving gloves – you can even bump them sometimes without crashing – and you can't do wheelies.
>
> ### Level 2
> A little tougher: still has automatic shifting and you can't blow an engine, and you can't damage your cycle if you go cross country. Spinouts are possible from this point on. Opponents are a little less forgiving. And from now on, you can pop wheelies.

Level 3

Real driving: from now on you shift yourself. (To shift see *How to Drive Your Cycle*.) Starting now, you can damage your handling ability if you veer off the road too often, and your engine can blow. Watch for spin-outs.

Level 4

Your opponents take off their gloves. Engine destruction is quite possible. Watch your gauges, don't go over the red line, and stay on the road.

Level 5: Pro

Race against the best – and everything goes. Good luck.

❸ Enter Your Name

Move the highlighter to the Enter Your Name slot, then type your name. Spelling counts.

❹ Choose the Number of Laps Per Race

Move the highlighter to the Laps Per Race box and type a number from 1 to 99. That will be the number of laps in each race or practice run. Race qualification, however, is always one lap.

How to Choose a Class of Cycle

After you press **Enter** on the Choose Game Type screen, a cycle specification screen appears.

1 To scroll through the other two classes of cycles, move the joystick left or right (or press the keyboard equivalents).

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How to Choose a Class of Cycle (continued)

2 When the cycle of your choice appears on the screen, press **Enter** to select it. You will automatically proceed to the next set-up screen.

There are three classes of bikes in Grand Prix racing – 500cc, 250cc, and 125cc. Only machines within each class race each other. You will race against nine different competitors in each class – 27 in all.

125cc
A one-cylinder, two-stroke flyer that hits speeds of 130 mph in sixth gear.

250cc
A two-cylinder, two-stroke, watercooled, 6-speed bullet. On a nice flat straight stretch it can top 145 mph.

500cc
Four cylinders. Six Gears. Top speed 165 mph. Pure muscle in the chicanes. Wimps beware.

How to Choose a Track
If You Selected Practice or Single Race:

You are presented with a list of the 15 international tracks in the Grand Prix Circuit **(fig. 2)**.

CHOOSE YOUR TRACK

Japan
Australia
United States
Spain
Italy
West Germany
Austria
Yugoslavia
Holland
Belgium
France
England
Sweden
Czechoslovakia
Brazil

SELECT INFO

Fig. 2

1   To find out more about each track, move the joystick up or
    down (or use the keyboard equivalents) to highlight one of
    the 15 track illustrations, then move the joystick right (or
    press the keyboard equivalent) to select **Info** and press **Enter**.

    • A Track Spec screen appears. After ogling the curves,
      press **Enter** to return to the track list.

2   To choose a track, move the joystick up or down the list to
    highlight a track, then move the joystick left (or press the left
    arrow key) to select **Select** and press **Enter**.

    • The track of your choice loads; get ready to qualify.

    Note: Two of the tracks – the United States and Brazil –
    do not hold 125cc races. Therefore, the number of tracks
    in the 125cc Circuit is two less than the other classes. If
    you choose an individual race, however, you can race a
    125cc bike on all 15 tracks.

If You Selected the Circuit

You are presented with the Circuit Standings screen **(fig. 3)**,
which lists the names of all the tracks, the name of the winner at
each stop on the Circuit, and the Circuit's cumulative point
standings. In addition, the next track in the Circuit is high-
lighted.

Fig. 3

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If You Selected the Circuit (continued)

Nothing for you to do here except press **Enter**. You'll see the specs of the next track on the Circuit. Press **Enter** again and prepare to qualify.

This screen is also the place where you can save Circuits after a race. For more info about this, see page 16.
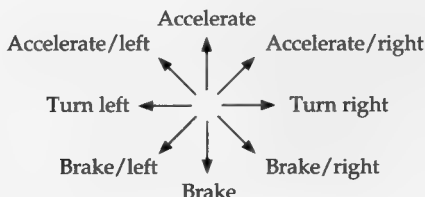
How to Qualify

After you've selected a track (or the Circuit), you need to qualify. They don't let just anybody race. It's one lap: you against the clock. So make it good. Your time on this lap determines your position in the 10-bike starting grid.

Your performance and position in the starting grid is automatically displayed after the lap. If you don't finish (or if it takes you too long to complete the lap), a **DNQ** (Did Not Qualify) is posted beside your name. Try again, or seek other employment.

How to Drive Your Bike

You can use either the joystick or numeric keypad to steer your bike in The Cycles. (To keep things simple, however, this manual refers to only the joystick. Check out the keyboard diagrams on page 9 for equivalent controls.) To choose your control from the Game Selection screen:
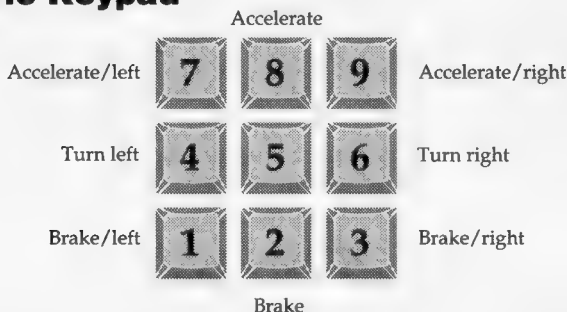
Joystick

Accelerate/left   Accelerate   Accelerate/right

Turn left   Turn right

Brake/left   Brake   Brake/right

- To accelerate or brake, move the joystick forward or back.
- To steer the cycle to the left and right, move the joystick to the left or right.
- To upshift, press the fire button while accelerating; to downshift, press the fire button while braking.

Numeric Keypad

Accelerate

Accelerate/left   **7**   **8**   **9**   Accelerate/right

Turn left   **4**   **5**   **6**   Turn right

Brake/left   **1**   **2**   **3**   Brake/right

Brake

- To upshift, press **A** while accelerating; to downshift, press **Z** while braking.

Alternate Keyboard Controls
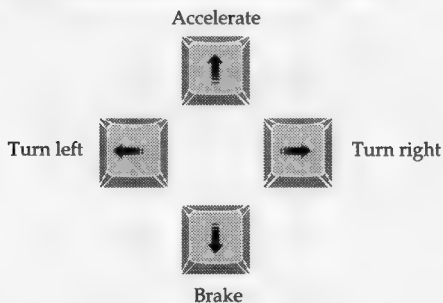
Accelerate

↑

Turn left   ←   →   Turn right

↓

Brake

- To upshift, press **A** while accelerating; to downshift, press **Z** while braking.

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Other Handy Controls

Keys	Action
Ctrl **Q**	Toggles music on and off
Ctrl **S**	Toggles game sound effects off and on
Ctrl **P**	Pauses/restarts the action
Esc	Backs you out of the game one screen at a time until you exit to Amiga DOS

About Your Competition

Each cycle class features nine different opponents who want to keep you in the back of the pack. They differ in ability and temperament: some are aggressive, some more conservative; some race a highly-strategic race, others are more spontaneous; some are masters of their bikes, others still need a little work. This driver roster ranks your opponents from the best in ability to the novice for each class:

125cc Circuit					
Bike No.	**Name**	**Nationality**	**Bike No.**	**Name**	**Nationality**
88	Scooter Fox	English	2	A. J. Wong	Chinese
27	Brad Gourdo	Italian	66	Russ Thomas	American
01	Eddy Hatter	American	05	Otto Bahn	German
12	Kev Pickazio	Italian	09	Don Matrini	Italian
4	Kirk Patrick	Irish			

250cc Circuit

Bike No.	Name	Nationality	Bike No.	Name	Nationality
88	Max Gray	English	2	Jeremy Steele	American
27	Frank Delrio	Spanish	66	Pierre Roi	French
01	Greg Neumann	American	05	Tony Castle	Scottish
12	Kjell Anders	Swedish	09	Nigel Crym	English
4	Claude Leduc	French			

500cc Circuit

Bike No.	Name	Nationality	Bike No.	Name	Nationality
88	Don Lee	Canadian	2	Alex Gold	Canadian
27	Tom Matthews	American	66	Joe Campbell	American
01	Ian Smythe	English	05	Koji Nagata	Japanese
12	Norman Green	Australian	09	Andy Buck	Welsh
4	Jose Brio	Spanish			

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About the Race Screen

— Speed Gauge
— Cumulative Race Time
— Current Lap Time
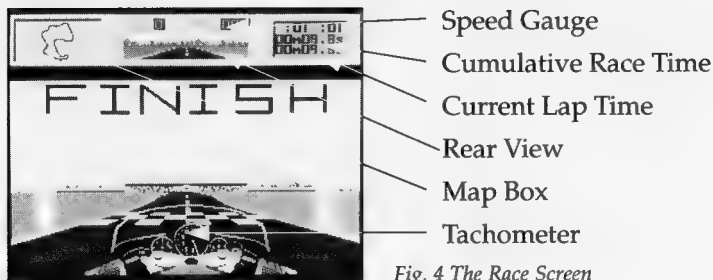— Rear View
— Map Box
— Tachometer

Fig. 4 The Race Screen

Tachometer

The large gauge in the center. A device that registers in thousands the revolutions per minute (RPMs) of your crank shaft. The bigger the number, the harder your engine is working. If it works too hard – the tach needle climbs into the danger zone, or **red lines** – you can blow it up. So keep an eye peeled when you're shifting around 11,000 RPMs.

Handle Bars

To steer your bike, move the joystick to the left or right, or press the keyboard equivalents.

Speed Gauge

A digital readout in miles per hour. If you want to increase speed – accelerate – move the joystick forward or press the appropriate key on the keyboard. To put on the brakes, move the joystick back or press the appropriate key on the keyboard. (For a full explanation of accelerating and braking, see *How To Drive Your Bike.*)

Gear Readout

You have six gears.

Rear View

It's always good to know what's coming up fast behind you.

Map Box

Watch this. It lets you anticipate what type of road looms ahead – curves, straightaways, chicanes.

Checkered flag	Finish line
Large white square	Your current location
Small white squares	Location of the other racers
Yellow arrow	Direction of the track

Race Information

Everything you need to know how badly you're getting beaten.

P	Your current race position
L	Your current lap
Top Clock	Your cumulative time for this race
Lower Clock	Your time for the current lap

How to Take the Turns

Hard-core driving is done in the turns, or on the approaches to the turns. That's where you're most likely to run off the road – and win or lose the race. The basic tactic is to study each track well and pick your line through the curves well in advance. Without giving too much away, it's safe to say that the best way to corner in a real motorcycle race is also the best way to corner in The Cycles. We leave it up to you to find that skill. (But one hint: brake into a corner, accelerate out.)

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How to Take the Turns (continued)

All turns have striped borders. Yardage markers of 150, 100 and 50 yards are often placed on the outside approach to every turn to help you anticipate them.

Race Results

After Every Race

A screen appears **(fig. 5)** that shows you how well you performed against the competition. It gives you some individual stats for that race – your overall time, highest speed and average speed – as well as Best Lap stats: which lap was your best, how fast you ran it, and how long it took you.

Fig. 5

If your best average lap time is the best ever for that track, it is automatically recorded on that track's information screen under Lap Record. Every track has its own info screen.

If you're running the Circuit, press the fire button or **Enter** to see your cumulative point earnings on the Circuit Standings screen.

Circuit Results

The Circuit Standings screen **(fig. 6)** appears after every Circuit race. It posts the cumulative point totals for each racer, tells you the winner at each race track, and highlights the destination for the next race.

Fig. 6

Your name appears in the standings column. All finishers receive points (see below). If you don't finish at all, a **DNF** (Did Not Finish) appears beside your name.

Place	1	2	3	4	5	6	7	8	9	10
Points	20	17	15	13	11	10	9	8	7	6

Race points are accumulated for each race throughout the Circuit. The racer with the highest cumulative score after the 15 races wins the title of World Driving Champion.

To create a new race, press **Enter** and you return to the first set-up screen. If you're racing the Circuit, press **Enter** and you move to the next track.

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How to Save Unfinished Circuit Races

When you're racing the Circuit, you probably won't finish in one sitting. So you can save the current Circuit at the end (but never in the middle) of any race:

1 When you get to the Circuit Standings screen, press **F2**. A square appears in the middle of the screen.

- Type a number (0 – 9 – you can save up to ten Circuits in this way), then press **Enter**.

2 To load a saved game, press **F1** when you are at the Circuit Standings screen, and when the square appears, type the number (0 – 9) of the saved Circuit you want to resume and press **Enter**.